

BRIDGE 4.0

Artworx[®]

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BRIDGE 4.0 is a bridge-playing program in which the player is joined by a computer partner against two computer opponents. The program consists of two parts; bidding for the contract, and playing out the hand. BRIDGE 4.0 "shuffles" the cards by using the build-in RND function (a random number generator) of your computer. BRIDGE 4.0 requires the inputting of a "seed" value; the same seed value will produce the same sequence of hands. This is one way of re-playing interesting hands. The seed value must be a positive number between 0 and 999.9999. Some versions of the program will require the inputting of a number before each hand. Other versions will require this only once per session. Once the seed is given, the cards will be shuffled, sorted and displayed. You will then be ready to start bidding. Since all hands are computer-generated, you are assured of virtually a limitless number of hands to play.

If you have the Vic-20 or Commodore 64 versions of BRIDGE 4.0, you will have an opportunity to change the color of the screen display. This is advisable since the optimum colors will vary depending on whether you are using a color TV, black and white TV or black and white monitor. Depressing the F7 key will change the screen color, the F5 key will change the border color and the F3 key controls the text color.

BIDDING: Once the cards are shuffled and dealt, your hand (SOUTH) is displayed, ordered and sorted into suits. To enter a bid, a two-character format is used in which the first character is the level of the bid, and the second character is the suit abbreviation; i.e., '1C' represents a bid of one club, '4S' is a bid of four spades etc. To pass, simply input either a 'P' or type the word 'PASS'. To bid in no trump, follow the bid level character with 'NT'; i.e., '3NT' would indicate a bid of three no trump.

BRIDGE 4.0 incorporates the main ingredients of Goren's point-count bidding system. Your partner (NORTH) will open with a bid of one in a suit if that hand contains a minimum of 13 high card points. An opening bid at the two level shows at least 22 points. NORTH will open with one no trump if the hand contains between 16 and 18 points with even suit distribution.

NORTH will respond to your opening bid in the following manner. A simple

rebid in your suit (i.e., NORTH responds '2H' to your opening '1H') indicates a hand containing less than ten points but with support for your suit (at least three cards including a face card, or a minimum of four cards without a face card). A one no trump response indicates six to nine points with little support in your suit. A simple overcall (i.e., a bid of '2D' to your opening bid of '1H') indicates a hand with at least ten points and strength in the suit bid. A jump bid in your suit ('3H' to your '1H') shows a hand with good support in your suit and at least 14 high card points. A jump shift ('2S' to your '1D') shows more than 18 points.

After the opening bid and rebids, it becomes more difficult to extract information from your partner. In general, NORTH will attempt to find the best suit for the partnership. If you open a second suit, NORTH will do its best to select the suit which is strongest for the partnership. NORTH will either rebid its suit, support either of your suits, bid no trump, possibly open a second suit or, of course, pass. Also, NORTH has been programmed to respond properly to the Blackwood Convention, simply bid '4NT' to begin the Blackwood sequence.

Bids may be doubled by entering 'D' or 'DBL' (the program will also double your bid if you bid too high!). Doubled bids cannot be redoubled. BRIDGE 4.0 will also check to see if each bid is higher than the previous bid; if it is not, an error message will be printed and you will be prompted to input your bid once again. In the event that you desire not to continue with the hand dealt, you may abort that hand by entering 'Q' or 'QUIT'. A new hand will then be dealt.

Bidding is completed after three successive passes have been recorded. When this occurs, the program determines the winning contract and the declarer of that contract. A review of the bidding is then displayed for your information. When you are ready to play, simply depress the 'RETURN' key and the play of hand will commence.

PLAY: During play, your hand (SOUTH) is displayed along with the dummy's hand, the bid and current trick count for WE and THEY. A two-character format must be used in selecting a card to be played. The first character is the value of the card (A=ace, J=jack, T=ten, 5=five, etc.) and the last character is the suit abbreviation. To play the king of spades, type 'KS'; the ten of hearts would be 'TH' and the 3 of clubs is '3C'. The computer will check to see if the card is indeed in your hand, whether you have followed suit or have made a typographical error. If an incorrect play is made, a message will be displayed and you will be prompted to select another card.

You may terminate a hand during play by entering one of the following commands:

QU-(QUIT) terminates hand without affecting score.

CL -(CLAIM) ends play and awards all remaining tricks to WE.

CO-(CONcede) ends play and awards all remaining tricks to THEY.

The play of the hand is straightforward. Generally, when a hand leads a card, it is to its partner's strongest suit. The computer will keep track of each hand's strengths and voids and should pull trump and ruff when appropriate. It plays a relatively strong defensive game. Play is somewhat weaker when the computer takes the bid.

SCORING: BRIDGE 4.0 automatically keeps track of scoring. The score is shown after each hand with total cumulative points for WE and THEY shown at the top left and top right respectively. The score is reset to zero after a rubber is won.

REPLAY OF HAND: Interesting hands may be replayed by simply answering 'Y' to prompt: 'REPLAY HAND (Y/N)?' If a hand is to be replayed, you will be given the option of switching any player's hand.

IMPORTANT LOADING INSTRUCTIONS

DISKETTE: Commodore 64 and Vic-20

- Type: LOAD "BRIDGE4", 8, 1
- Type: RUN

DISKETTE: Apple and Atari

- Turn off computer.
- For Atari, insert BASIC cartridge.
- Insert disk.
- Turn on computer, program will autoloading.

CASSETTE: Commodore 64 and Vic-20

- Type: LOAD
- Press PLAY on program recorder.
- For the Commodore, Press the "Commodore" key when program is found.
- Type: RUN; press 'RETURN'.

CASSETTE: Atari

- Turn off computer.
- Insert cassette, depress PLAY key.
- Hold down 'START' key and turn on computer.
- Press 'RETURN' key after you hear the tone.